What is Claimed is:

1.   A method, comprising the steps of:
      establishing a tool communication link between a graphical
code generator and a target server, the target server being
connected to a target system via a target communication link;
      establishing a virtual communication channel within the
target communication link between the target server and the
target system;
      receiving animation data from the target system, via the
target server, using the virtual communication channel; and
      providing the animation data to the graphical code
generator.

2.   The method according to claim 1, wherein in the receiving
      step, the animation data is received without establishing a
      direct communication link between the code generator and the
      target system.

3.   The method according to claim 1, wherein the animation data
      includes animation commands utilized by the graphical code
      generator.

4.   The method according to claim 1, further comprising the
      step:
         upon receiving the animation data, updating a display
      of the target system as a function of the animation data.

5.   The method according to claim 1, further comprising the
      steps:
         upon receiving the animation data, generating
      predetermined data to acknowledge a receipt the animation

data from the target system by the graphical code generator; and

    providing the predetermined data to the target system using the virtual communication link.

6.   The method according to claim 1, further comprising the step of:

    closing the virtual communication channel after the animation data between the graphical code generator and the target system have been exchanged.

7.   The method according to claim 1, wherein the virtual communication channel includes first and second virtual subchannels.

8.   The method according to claim 7, further comprising the step of:

    generating software code by the graphical code generator.

9.   The method according to claim 7, further comprising the step of:

    receiving the animation data, via the second virtual subchannel, by the graphical code generator from the target system.

10.   The method according to claim 7, further comprising the step of:

    sending the software code, via the first virtual subchannel, by the graphical code generator to the target system.

11.   The method according to claim 9, further comprising the step of:

collecting the animation data as a function of the software code, the animation data being provided via a graphical user interface.

12. The method according to claim 9, further comprising the steps of:

generating further software code by the graphical code generator as a function of the software code and the animation data; and

providing the further software code, via the first virtual subchannel, by the graphical code generator to the target system.

13. The method according to claim 1, further comprising the step of:

monitoring the target communication link to detect the animation data.

14. The method according to claim 1, wherein the animation data is stored utilizing a predetermined storage format.

15. A system, comprising:

a target server coupled to a target system via a target communication link; and

a graphical code generator coupled to the target server via a tool communication link, the graphical code generator configured to establish a virtual communication channel between the target server and the target system over the target communication link and to receive animation data from the target system via the virtual communication channel and the target server.

16. The system according to claim 15, wherein the animation data

is received without establishing a direct communication link between the code generator and the target system.

17. The system according to claim 15, wherein the animation data includes animation commands utilized by the graphical code generator.

18. The system according to claim 15, wherein, upon receiving the animation data, a display of the graphical code generator is updated as a function of the animation data.

19. The system according to claim 15, wherein, upon receiving the animation data, predetermined data is generated to acknowledge a receipt the animation data from the target system by the graphical code generator, the predetermined data is provided to the target system using the virtual communication link.

20. The system according to claim 15, wherein the virtual communication channel is closed after the animation data between the graphical code generator and the target system have been exchanged.

21. The system according to claim 15, wherein the virtual communication channel includes first and second virtual subchannels.

22. The system according to claim 21, wherein the graphical code generator generates software code as a function of the animation data.

23. The system according to claim 21, wherein the animation data

is received, via the second virtual subchannel, by the graphical code generator from the target system.

24. The system according to claim 22, wherein the software code is send, via the first virtual subchannel, by the graphical code generator to the target system.

25. The system according to claim 23, wherein the animation data is collected as a function of the software code, the animation data being provided via a graphical user interface.

26. The system according to claim 23, wherein further software code is generated by the graphical code generator as a function of the software code and the animation data, and wherein the further software code is provided, via the first virtual subchannels, by the graphical code generator to the target system.

27. The system according to claim 15, wherein the target communication link is monitored to detect the animation data.

28. The system according to claim 15, wherein the animation data is stored utilizing a predetermined storage format.

29. A method, comprising the steps of:
    establishing a tool communication link between a graphical code generator and a target server, the target server being connected to a target system via a target communication link;
    establishing a virtual communication channel within the target communication link between the target server and the target system;
    communicating animation data between the graphical code

generator and the target system, via the target server, using the virtual communication channel; and

when the animation data is received by the target server, providing the animation data to the graphical code generator.

30. A system, comprising:

a target system;

a target server coupled to the target system via a target communication link; and

a graphical code generator coupled to the target server via a tool communication link, the graphical code generator configured to establish a virtual communication channel between the target server and the target system over the target communication link,

wherein communications of animation data between the graphical code generator and the target server utilizes the virtual communication channel.